5. Harry

Program Name: Harry.java **Input File: harry.dat**

Harry is always concerned that he will be in a situation where he needs to send a message written in code. Since he is someone who is always prepared, he has created a simple way to encode and decode a message.

His technique is to create two strings. The first is his secret message hidden by other letters. The second string consists of all the letters that should be removed from the first string in order to reveal the message.

For example: CANHDDDEYYLNACPAAMDDEDY CANDY

If you remove the letters from CANDY you get … HELPME

Let's help Harry. It is simply the right thing to do.

Write a program for Harry that will read in two strings - StringA and StringB. Remove all the letters from StringA that occur in StringB. Then, and only then, we will see Harry's secret message.

Input: The first line consists of a number N, representing the number of lines of data to follow. N will be in the range of [1,50].

The next N lines of data consist of two strings consisting of all uppercase letters. The strings are separated by one space. The first string is the encoded message. The second string consists of the letters which should be removed from the encoded message.

Note: If all letters have to be removed from the encoded message, your program should output the special message "`ALL LETTERS ARE GONE`"

Output: Each output will consist of either the decoded message - a string of length [1,255], or the message "`ALL LETTERS ARE GONE`"

Sample input:

```
6
NILBBIAKEABEGGBS BANANA
GRUNFORIRESTRPUN PIG
SUPERSTAR GOLD
ZBOEYKGGIYNLDZ ZOOLOGY
BTHOOEERAYLE BEETLE
TEXAS TEXAS
```

Sample output:

```
ILIKEEGGS
RUNFORRESTRUN
SUPERSTAR
BEKIND
HOORAY
ALL LETTERS ARE GONE
```